

GRETZKY NHL 06



www.waynegretzky.com



SONY



COMPUTER
ENTERTAINMENT

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP™ Portable entertainment system before use. Retain both this software manual and the instruction manual for future reference.

Health precautions

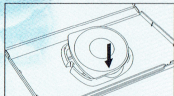
- When operating the unit, play in a well-lit room and keep a safe distance from the TV screen.
- Avoid prolonged use of the system. Take a break of about 15 minutes during every hour of play.
- Do not use the system when you are tired or short of sleep.
- When using headphones, do not turn the volume up before putting the headphones on. Also, do not listen at loud volume levels for extended periods of time. Stop using the system immediately if you experience any of the following symptoms. If the condition persists, consult a doctor.
- Lightheadedness, nausea, or a sensation similar to motion sickness.
- Discomfort or pain in the eyes, ears, hands, arms, or any other part of the body.

Use and handling precautions

- This disc is PSP format software and is intended for use with the PSP™ Portable entertainment system only. If the disc is used with other devices, damage to the disc or to the device may result.
- Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details.
- Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted.
- Set the PSP system's wireless network feature to off when using the PSP on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP system's wireless network feature could interfere with the proper operation of the pacemaker.
- If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen.
- Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.
- Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity.
- Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Do not allow dust, sand, foreign objects or other types of dirt to get on the disc.
- Do not block the opening with paper or tape. Also, do not write on the disc.
- If the opening area does get dirty, wipe gently with a soft cloth.
- To clean the disc, wipe the exterior surface gently with a soft cloth.
- Do not use solvents such as benzene, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc.
- Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause system damage or malfunction.
- SCEA will not be held liable for damage resulting from the misuse of discs.

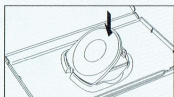


Recorded surface



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.



Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc.

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Gretzky™ NHL® '06

Game Hint Guide Information PlayStation Underground Game Guides

For free hints and tips visit us at www.us.playstation.com. Sign up and become a member of the PlayStation Underground and access free hints, tips, and cool moves for games published by Sony Computer Entertainment America.

No hints will be given on our Consumer Service/Technical Support Line.

Consumer Service/Technical Support Line 1-800-345-7669

Call this number for technical support, installation or general questions regarding PSP™ and its peripherals. Representatives are available Monday – Saturday 6AM – 8PM and Sunday 7AM – 6:30PM Pacific Standard Time.

UCUS 98627

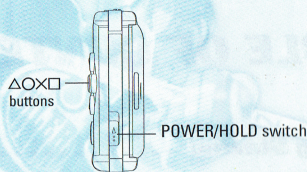
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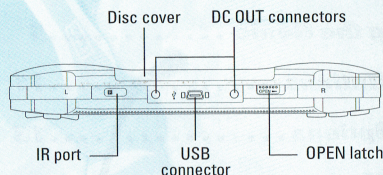


GETTING STARTED

Right side view



Front view



Set up your PSP™ portable entertainment system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT the Gretzky™ NHL® '06 disc with the label facing the system rear, slide until fully inserted and close the disc cover. From the PSP™ system's home menu, select the Game icon and then the UMD® icon. A thumbnail for the software is displayed. Select the thumbnail and press **X** to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD® while it is playing.

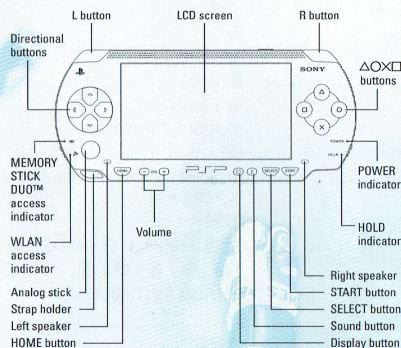
Memory Stick Duo™

Warning! Keep Memory Stick Duo™ media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP system. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

STARTING UP

PSP™ portable entertainment system configuration



MULTIPLAYER

Wireless (WLAN) Features

Software titles that support wireless functionality allow you to communicate with other PSP™ systems, download data and compete against other players via connection to a wireless local area network (WLAN).

Note: Player responsible for wireless fees.

Ad Hoc Mode

Ad Hoc mode is a wireless feature that allows two or more individual PSP™ systems to communicate directly with each other.

Infrastructure Mode

Infrastructure mode is a wireless feature that allows the PSP™ system to link to a network via a WLAN access point (a device used to connect to a wireless network). In order to access Infrastructure Mode features, several additional items are required, including a subscription to an Internet service provider, a network device, a WLAN access point and a PC. For further information and setting up details, please refer to the PSP™ system Instruction Manual.

Hint: A WLAN access point is a device used to connect to a wireless network. SSID and WEP keys are types of wireless network information. They may be required when connecting to an access point or a router. This information is generally set in the access point or router using a PC.

GAME CONTROLS

Skater

Strategy / Player Movement	Analog Stick / Directional
Advanced Deke	Buttons
Deke / Body Check	△
Dump / Stick Check	□
Snap Shot	× (tap)
Wrist Shot	× (double tap)
Slap Shot	○ (hold) / (release)
Pass / Change player	×
"Give and Go" pass	× (hold), then release × for return pass
Sprint	R
Icon Passing	L (hold) then × / ○ / △ / □
Line Change	SELECT × / ○ / △ / □
Become Goalie	× (hold for 1 second)

Goalie

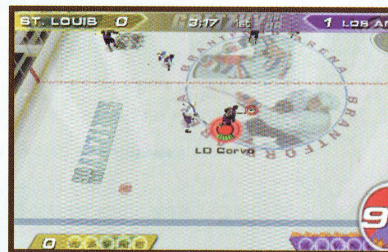
Save / Dump Puck	○
Freeze Puck / Sweep Puck	□
Check	△
Pass / Switch Player	×

Game Strategy

In-game strategies allow you to change your team's offensive and defensive playing styles on the fly. Press analog stick / directional button ↑ / ↓ / ← / → at the change of possession to select your team's new playing style. Strategies are changed based on the situation. If you are on the power play, select the power play style; if you are in a penalty killing situation, choose your penalty killing style.

PLAYING THE GAME

Wayne vs. Wayne



Play Wayne vs. Wayne in NHL Showdown Mode, where the challenge is to defeat all 29 NHL teams plus 2 All Star teams, ranked in order from lowest to highest. After you select the NHL team of your choice, you'll start out playing the lowest overall-rated squads first. With each victory you tally, you'll move on to face a higher-rated and slightly more difficult opponent in the following game. Although losses are tracked statistically, they cannot negatively affect your team's overall placing, so if you lose to a certain team, your squad will automatically have a rematch until you defeat them. If your team proves good enough to defeat all 29 NHL teams, you'll go on to face the toughest team of them all—a team skating with five Gretzkys!

3-on-3 Countdown Mode



3-on-3 Countdown Mode is a game which utilizes three skaters per squad rather than the typical five. Fewer skaters allows for more open ice and more opportunities on offense. This mode also does away with the time clock and periods. The object of the game is simply to reach "zero" by scoring the required number of goals before your opponent. Before the game you'll be given the option to set the scoring limit for the game (either 3, 5, 7 or 11). With every goal a team scores, one point will be subtracted off that team's overall total. The first team to reach zero wins!

Gretzky Challenge

As you play the game you earn points that you can use to unlock special game features. Unlock Wayne Gretzky as a player, vintage jersey styles, special game modes, and other gameplay items. Points are earned by achieving specific team and individual goals. You can keep track of your points earned during gameplay by creating a profile and loading it before each competition.

Challenges

Check out all the available Gretzky challenges and the number of points you have accumulated. Use your Gretzky points to unlock special features within the game.

Unlockables

View all of the game items that can be unlocked by earning Gretzky points. Once items are unlocked, you are able to save and load them into your game.

Wayne Gretzky

View Wayne Gretzky's player information, season, career statistics, and his player skill levels.



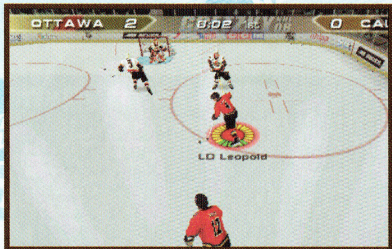
WAYNE GRETZKY	
CAREER STATS	
Games Played	1487
Goals	894
Assists	1963
Points	2857
Penalty Minutes	577

Profiles

You need to create a profile in order to keep track of your progress in the game.

Shot Meter

When you press and hold **○**, a yellow gauge begins to move above the green stamina meter. Hold **○** down longer to increase the power of your shot. Try to release **○** when the yellow gauge reaches the maximum, this gives you a screaming slap shot.



NOTE: Tap **○** for a snap shot, double tap **○** for a wrist shot.

Passing the Puck

Press **×** to pass the puck. The pass goes in the direction of the Analog Stick. With practice, you will be delivering perfect passes right onto the tape.

Give and Go

One of the best ways to get an open look at the net is the "Give and Go" pass. Press and hold **×** to pass the puck to a teammate. Then release **×** for a return pass. You can hold **×** as long as you need to get the original passer open. When the user is using Icon Passing, the user substitutes the Icon being passed to for **×**.

Icon Passing

You can also use Icon Passing to improve your passing abilities. When you press and hold **L**, icons appear for your teammates. Press the corresponding button to make the pass.



Shot Aiming

Sometimes you have an open net to shoot at, but most of the time the goalie is blocking your shot's path. It's your job to find some kind of opening. Use Shot Aiming to direct your shot to where you think the opening is. Got the goalie to flop? Go top shelf by pressing the Analog Stick **↑** while shooting. Do you want to go low? Then press the Analog Stick **↓** while shooting. Use the Analog Stick to guide your shot as you take it.



Line Changes

You have to keep putting fresh players out onto the ice to maintain your advantage. Use line changes (which can be set to AI, MANUAL, or INITIATED).

AI

The CPU automatically makes line changes for you.

Initiated

Press **START** to put the next forward and defensive line on the ice. If line 1 is on the ice, pressing **START** puts line 2 into the game.

Manual

Manual allows you to control line changes during the game. At every stoppage in game play, a menu comes up to let you pick the line of your choice. To make changes on the fly, press **START** to bring up the line change menu.

Goalie Controls

Your goalie is your last line of defense. In 3-on-3 and Wayne vs Wayne Mode there is an added amount of realism. You can control the goalie yourself! Press and hold **X** for 1 second to switch from skater control to goalie control. Once you gain control of the goalie, use the Analog Stick for positioning and press **□** to make the big save.

Defense

Your goalie is only as good as the defense played in front of him. Use the Body Check and Stick Check controls to separate the offensive player from the puck and get your team back on offense. Press **□** to perform a Body Check. Press **△** to perform a Stick Check.

Fighting



Things can get pretty rough in the game of hockey, that's why players sometimes throw their gloves down and have at it. Knowing when to fight is an important skill to learn. You might win the fight, but will you still win the game? The players involved in the fight get sent to the bench for a 5-minute major. Make sure you aren't controlling one of your superstars when the "fight?" icon appears on screen. Press **X** to throw punches and **□** to block. To enter the fight the user must confirm your intent to fight by pressing the directional button **↓** when prompted.

Game Options

Press **START** during a game to bring up the Pause Menu. Select from the following options to change the rules and style of play.

Replay

Replay the last few seconds of game play. Use the on-screen replay controls to operate the replay function.

Choose Side

Change which team you are controlling. If you change sides, no points can be earned towards Gretzky Challenges.

Statistics

View player and team statistics.



Camera

Set the angle of the game camera to Traditional, Player, Team, or Coach.

INFRACTIONS

Icing

Icing is called when the puck is passed or shot from the defensive end and the puck goes past the opposing goal line and is first touched by the opposition (except for the goalie). When icing is called, play is stopped and a face-off takes place at the other end of the ice. This rule can be turned ON or OFF.

Two Line Pass

A two-line pass infraction is called when a pass crosses two lines (a blue and a red line). When this rule is called, play is stopped and a face-off takes place inside the blue line. This infraction can be turned ON or OFF.

Offsides

Players on offense can't cross the blue line before the puck does. When this happens, offsides is called. Play is stopped and a face-off takes place outside the blue line. This rule can be turned ON or OFF.

ADVANCED RULES

Game Speed

Set the speed of the game to control the pace.

Penalty Bias

Set the frequency of penalties called during the game. The higher the setting, the more frequent penalties get called.

Fight Bias

Set the frequency of fights. The higher the setting, the more frequent the fight option appears.

Injury Bias

Set the frequency of injuries. The higher the setting, the more frequent injuries occur.

GAME PLAY

Line Changes

When set to ON, your team's lines can be changed during the game. See page 10 for more details on Line Changes.

Auto Replay

Set to ON to view highlights automatically during the game.

Cut Scenes

Set to ON to see cut scenes during the game.

Display

Set to None or Position to indicate how players are identified on ice. The user can also set the default camera here.

Audio

Adjust the volume of the Effects, Crowd, and Music of the game. The higher the setting, the louder the sound.

TEAM OPTIONS

Auto Shot Aim

Set your shot aim to MANUAL or AUTO. MANUAL allows you to control the direction of your shot with the Analog Stick.

Line Changes

Set your line changes to AI, MANUAL, or INITIATED. See page 7 for more information.

Goalie Status

Set the status of your goalie to PULLED or NOT PULLED. When they are down at the end of the game, teams pull the goalie to get an extra skater on the ice.

Goalie

Change who is minding the net for you.

Controller Layout

An in-game summary of the controller layout.

Quit

Leave the current game. If you quit during a season or tournament game you have to replay the game from the beginning.

GAME MODES

Quick Start

Use Quick Start to head out onto the ice for a quality match-up between two great teams. You can change the teams if you want, but Quick Start has already selected a great match.

Single Game

Single Game is a non-season game between two teams. As you scroll through the teams, look at the team rankings below each team. This helps you match up the teams for a great game. Press **X** to move to the Choose Side screen.

From the Team Select Screen

- Press **←/→** to choose the AWAY or HOME team.
- Press **↑/↓** to find your team. Press **□** to get a randomly selected team from the CPU. Press **△** to have the CPU select a Quality Match up, just like the Quick Start Option.
- Press **↑/↓** to select any of the single game options and then press **X** to make the change and continue to an option screen.

Single Game Options

Continue

Press **X** to continue to the pre-game menu and make additional changes.

Uniform

Each team has their default and unlockable uniforms. Press **X** / **←/→** to cycle through the different choices.

Edit Lines

Each team has 4 forward, 3 defensive, 2 power play, and 2 penalty kill lines. Match up player skills to create winning combinations. Players labeled with a "C" are team captains, players labeled with the "A" are alternate team captains.

From the Edit Lines screen:

- Press **△** to select the Line Menu. Press **L** / **R** to cycle through the lines to edit.
- Press **↑/↓** to select a player.
- Once a player is highlighted, press **△** to switch to the Player Roster Menu.
- Press **↑/↓** to select a new player for the line and press **X**.
- Press **X** to confirm your selection and substitute the new player onto the line.
- To view each player's statistics, press **←/→** to scroll through the list.

Season Mode

Season Mode allows you to control all aspects of your team. Sign free agents, make trades, and play the games. Everything is at your fingertips.

Options

Change the options like Line Changes and Shot Aim.

Continue / New Season

Get back into your season.

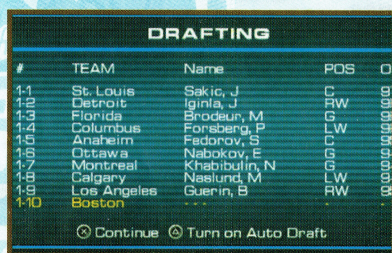
Starting Rosters

You can use the default roster or a Pro Manager roster for your season.

Skill

Choose the skill level for your season, Rookie, Pro, Veteran, or All-Star.

Fantasy Draft



#	TEAM	Name	POS	
1-1	St. Louis	Sakic, J	C	10
1-2	Detroit	Iginla, J	RW	10
1-3	Florida	Brodeur, M	G	10
1-4	Columbus	Forsberg, P	LW	10
1-5	Anaheim	Fedorov, S	C	10
1-6	Ottawa	Nabokov, E	G	10
1-7	Montreal	Khabibulin, N	G	10
1-8	Calgary	Naslund, M	LW	10
1-9	Los Angeles	Guerin, B	RW	10
1-10	Boston

Ⓢ Continue Ⓢ Turn on Auto Draft

Use existing rosters or create your own team through a fantasy draft. The draft runs for 50 rounds including all the positions. Press **△** to have the CPU fill out your roster at any time during the Fantasy Draft.

Season Length

You can play a 29 or 82 game season.

Period Length

Periods can be 2, 4, 5, 10 or 20 minutes.

Season OT Type

When regulation play ends, choose from overtime period, shootout, sudden death overtime, or letting the game end in a tie.

Playoff OT Type

The Playoff OT Type can be set to Sudden Death or Shootout.

Series Type

Select the number of games in your playoff series – single elimination, best of 3, best of 5, or best of 7 format.

Wireless Mode

Using the built in wireless capability of your PSP system, you can play against other owners of Gretzky™ NHL® '06. Use Ad Hoc or Infrastructure Mode to get online and play against other competitors.

NOTE: The player is responsible for wireless fees.

Ad Hoc Mode

Wirelessly connect two PSP systems located near each other.

Infrastructure Mode

Create or load your profile and go online via the Internet to play against other PSP users.

TEAM MANAGEMENT

HOCKEY MANAGE ROSTERS									
Detroit Red Wings					ALL				
SUMMARY									
Name					C.B.	RW.	LW.	D.	G.
POS					QVR	HAND		HT	
A Shanahan, B.					LW	90	R	6'3"	
C Yzerman, S.					C	89	A	5'11"	
Grand Rapids Griffins					ALL				
Name					POS	QVR	HAND		HT
M Ellis, M.					LW	72	L	5'11"	
M Himelfarb, E.					C	72	R	5'9"	
M Robinson, N.					LW	73	L	5'8"	

Pro Manager

Pro Manager gives you complete control over your team's rosters. You can make changes to any roster by signing, releasing, trading, creating or modifying players. When you are viewing or making changes, make sure you pay attention to the ID symbols next to the player's name. These indicate their abilities and characteristics like who is the team captain, who is injured, and who is on a hot streak.

ROSTERS

Manage Rosters

Use this menu to change the game day status of players on any team roster. You can manage the players of your minor league affiliate, scratch a player from the game, bring a player up or send a player down to the minors, release a player, or set your captains.

Edit Lines

Set the lines for the game.

Trade Players

You can make a trade for any player in the league. Trade proposals can be rejected in two ways – by the other team involved or by the league for roster violations. You must have a minimum number of players at each position on your roster.

Sign Players

Take a look at the Free Agent Pool to see what available talent there is for your team. The Free Agent Pool includes players that have been released or unsigned by other teams. Rosters max out at 55 players.

Load Rosters

You can reset rosters for your game by loading the previous default rosters or Pro Manager rosters. All player transactions and line edits return to the default or are changed to the loaded roster.

Save Rosters

Select Save Rosters to save all your roster changes to a MEMORY STICK DUO™

Statistics

Statistics shows you the career and season stats for all the players and teams.

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Notice from Sony Computer Entertainment Inc.

This UMD™ includes PSP™ (PlayStation®Portable) update data. An update is required when a screen prompting you to update is displayed at game start-up.

Performing PSP™ update

The update data is displayed with the icon shown below on the PSP™ system's home menu. By following the on-screen instructions, you can update the PSP system software. Before performing the update, check the version number of the update data.



- During an update, do not remove the AC adaptor.
 - During an update, do not turn off the power or remove the UMD™.
- If an update is canceled before completion, it may cause damage to the system.

Checking that the update was successful

Select "Settings" from the home menu, and then under "System Settings" select and display "System Information". If "System Software" shows the version number of the update data, the update was successful.

For details on system software updates for the PSP™ (PlayStation®Portable) system, refer to the following Website: www.us.playstation.com/psp

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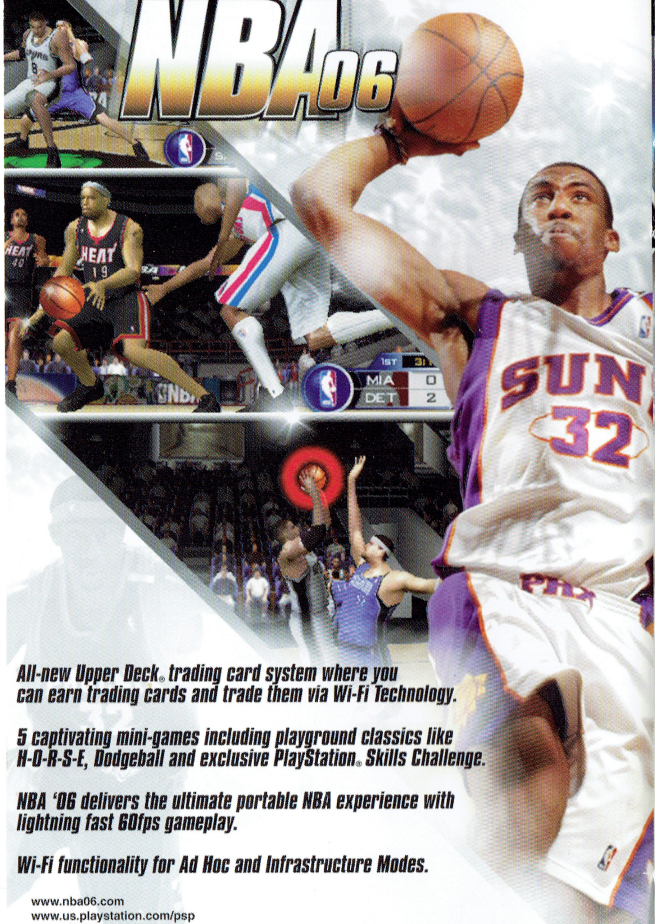
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